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XBOX 360

XBOX LIVE

CALL OF JUAREZ

BOUND IN BLOOD

UBISOFT

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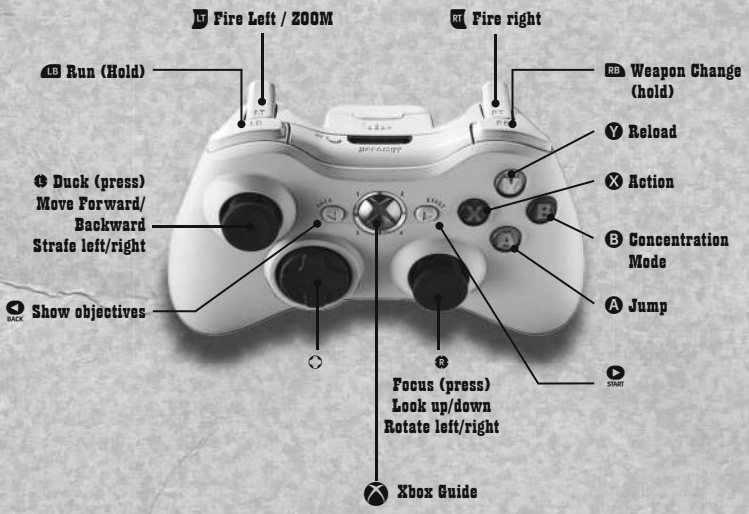
GAME CONTROLS

Xbox 360 Controller



The controller layout can be changed by accessing Controls in the Options menu.

Xbox LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360 and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

INTRODUCTION

After the Civil War, before the frontier was tamed, the West was a wild no-man's-land – full of outlaws, bounty hunters, and hired killers. In this lawless and savage place, the McCall brothers will seek their fortune. They fought at Gettysburg and Shiloh and saw man's inhumanity to man firsthand. Ray, the oldest, has a hair-trigger temper and is faster with a gun than anyone alive. Thomas has a way with the ladies, but is just as dangerous and almost as fast. William, the youngest, is a man of faith who fears for his brothers' immortal souls.

Take part in an epic Western tale of greed and honour, jealousy and betrayal, violence and redemption.

PLAYABLE CHARACTERS

Before the mission you can choose one of the characters available in the game.

Ray McCall

As the firstborn son of a Georgia plantation owner, Ray was made by his father to set an example for his siblings. Growing up on a pedestal, constantly the centre of attention, Ray thinks of no one as an authoritative figure. The only true value he was taught is family.

Ray is stronger and can kick and carry heavy objects. He wears armour that protects his chest from bullets, can shoot from two revolvers simultaneously and use the dynamite.

Thomas McCall

The second son of the Georgia plantation owner, Thomas is always in the shadow of his older brother. Although he was taught family values at home, he became a loner.

Thomas is very agile – he can climb obstacles, use the lasso to get on top of buildings, and use a bow and throwing knives.

Depending on the character selection, the mission progresses in a slightly different way. Either of the brothers has to use his specific traits and skills or, when separated for a while, find his own way of reaching the goal. On many occasions the brothers have to cooperate to progress through the level: Thomas helping his brother up the obstacle having climbed it himself, Ray kicking out the door, clearing the way for both of them. At other times, the brothers fire at the enemy together using the joint Concentration Mode rather than single instances. Spots intended for joint actions are indicated by red markers on the ground.

MAIN MENU

Single-Player

Story Mode: Start a new game or continue from the last saved game. Before you start a new game choose from one of three difficulty levels – easy, medium, or hard. Remember that you can also start the game from any level that you managed to reach the last time.

Extra Missions: Select from additional missions that will be available to download from Xbox LIVE Marketplace.

Secrets: Browse through secret photographs and sketches that you found while playing.

Personal Stats: Your statistics – time spent playing, accuracy, etc.

Multiplayer

From this menu you can host or join a match using System Link or Xbox LIVE, and access leaderboards.

Xbox LIVE

Quick Player Match: Automatically find and join an Xbox LIVE match. No further settings are required.

Quick Ranked Match: Automatically find and join an Xbox LIVE ranked match. No further settings are required.

Custom Match: Select the type of match you want to find and play. You can sort available servers depending on your preferences.

Create a Match: Customize any number of conditions while acting as a host. After choosing the settings, start a game as the host.

Unlock Characters: Spend earned in-game money to unlock new Multiplayer characters to play.

Leaderboards: Access leaderboards for various game statistic types.

System Link

Find a Match: Find and join a match.

Create a Match: Host a match.

Options

Audio: Change music, sound effects, turn on/off subtitles, adjust speech volume.

Gamma: Adjust the screen gamma and choose the display device.

Controls: Change or switch on/off button layout, stick layout, invert Y-axis, stick sensitivity, auto aim, sticky aim, pad vibration, Dynamic cover System, and revert from crouching.

Achievements

Achievements are rewards awarded for progressing in the game and completing tasks requiring skills, quickness, wit and perception. This menu allows you to check the achievements you unlocked and those that are still part of your challenge.

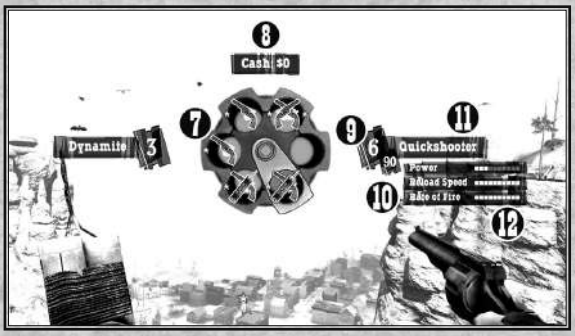
In-Game Menu

The in-game menu is accessed by pressing START during gameplay. The in-game menu gives access to the Options menu, and allows you to Restart chapter, load last Checkpoint, or to quit the current game.

IN-GAME INTERFACE

1. **Objective Text:** Can be recalled anytime by pressing BACK.
2. **Co-op Indicator:** Indicates the current position of the character's brother.
3. **Multitask Icon:** Indicates the currently available action, e.g., mount a horse, open a door, pick up an item, use the lasso, etc.

4. **Objective Indicator:** Shows the direction of another objective.
5. **Crosshair:** Turns red when aimed at an enemy within range.
6. **Co-op Action Indicator:** Place for a joint brothers' action.



The above menu is available after pressing and holding RB.

7. Weapons Menu: Allows you to choose from available weapons pulling the R.

8. Cash Indicator: Shows the amount of money at the player's disposal.

9. Ammo in Use: Shows the number of loaded bullets or the number of knives/amount of dynamite that can be used.

10. Ammo Stock: The number of bullets in stock for every kind of weapon.

11. Weapon: Name of the currently equipped weapon.

12. Gun Stats: Statistics for the currently equipped weapon.

13. Reloading Indicator: Appears when the weapon needs to be reloaded (Y) or when there is no more ammunition for the current weapon type.

14. Concentration Mode Indicator: Shows the percentage of Concentration Mode charge. Charging results from accurate shooting at the enemies – headshots are the fastest way of charging the meter. When the meter is filled, Concentration Mode is activated with B.

The low health level is indicated by a blurry and reddening screen as well as the sound of the character breathing hard. To regain health one must wait a while in a safe place.

WEAPONS AND GADGETS

Revolvers

Mostly typical six-shooters. Ray can wield revolvers in both hands or use them with dynamite in the other hand.

Rifles and Sniper Rifles

Efficient at long distances but reloading takes a lot of time. They have to be wielded in both hands. Thomas is more effective at Precision Aiming.

Shotguns

The game features regular and sawn-off shotguns.

Dynamite

Can only be used by Ray. Using it inflicts severe injuries on all the enemies within the dynamite's range.

Bow

Efficient for long-range combat. Drawing the bow slows down time, allowing several very accurate shots. Can be used only by Thomas.

Knives

Deadly short-range weapon. Only Thomas can use them and he never misses.

Lasso

Serves Thomas as a means to reach places that seem inaccessible at first glance.

Stationary Weapons

Both the Gatling Gun and Cannon are heavy weapons characterized by a long range and heavy firepower.

Oil Lamps

Oil lamps can be used to set items on fire. When the player shoots at or breaks a burning lamp the oil will spill, setting nearby items on fire.

If the player picks up a lamp that is not burning and breaks it, the oil will spill. The oil spill can be set on fire with a gunshot or exposure to open fire.

PLAYING THE GAME

Movements

To move and strafe use L. To aim and turn around, use R. Remember that these are the default settings and can be changed in the Options menu.

Changing Weapons

To change weapons, press and hold RB. Tilt R to choose the weapon you want to use.

Precision Aiming

To precisely aim the wielded weapon, pull and hold LT. This mode allows for easier target aiming but you will be unable to run and your movement will be slower. If a weapon is equipped with a scope, pull and hold LT to look through the scope and aim.

Remember that when Ray is wielding two revolvers, Precision Aiming is unavailable.

Using the Lasso

The Lasso can only be used by Thomas. Places where the lasso can be used are marked with the lasso icon, and when you get within the range the target will be marked by a red indicator. Using R, point the crosshair at the lasso hooking place. Pull and hold RT and move R in circles clockwise. After reaching the designated spinning velocity Thomas will throw the lasso automatically. You can now climb up the rope by pushing L forward (up), or climb down by pulling L back (down). To release the grip press B.

Concentration Modes

This is a moment for the character to use concentration and weapon handling skills. While in the CM time slows down and the player can aim precisely and deal with the enemies in a deadly way.

Ray's CM: This Concentration Mode is focused on aiming. When the CM indicator is fully loaded press B. Use R to mark enemies. Do it quickly before time is up. After selection, Ray will automatically shoot down selected enemies. You can force the shooting by pressing B again.

Thomas' CM: Using this CM does not require aiming. When the CM indicator is fully loaded press B. The crosshair switches from one target to the other automatically, stopping at each target for a short moment, during which time the player must press and hold RT and pull R back (down) and release it repeatedly.

Co-op CM: In several places, the brothers have an opportunity to use mutual Concentration Mode. Step into the red mark on the ground. You will see two moving crosshairs on the screen – fire your guns when the crosshairs move over your opponent. By pulling LT, you shoot from the left gun; by pulling RT, you shoot from the right gun.

Bow CM: To use it, pull and hold LT. Time will slow down for a while, giving you an opportunity to aim and shoot several arrows into the target using RT.

Horseback Riding

To mount a horse, approach it, look at the saddle, and press the Action button (X). Control the horse's speed by pushing L forward (up) or pulling it back (down). Change the horse's direction by tilting R left and right. To gallop, press and hold LB. To dismount the horse press B.

Duelling

Duelling relies mainly on reflexes. Use L to move and keep your enemy in front of you. Use R to control your hand. Keep your hand close to your gun but don't reach for it too soon. When the duel starts reach for the gun with R, aim, and shoot.

Climbing

Thomas is the only character that can climb. To climb an obstacle approach it, press the Jump button (A) and climb up by moving the L forward (up).

Joint Actions

On many occasions the brothers have to cooperate to overcome an obstacle or enter the fighting ground together. The red markers on the ground indicate places where cooperation is advised or necessary. To start a joint action, enter the marked spot.

Stationary Weapons

Heavy weapons such as a Cannon or the Gatling Gun can be used by either of the brothers. To use, approach the weapon and press the Action button (X).

To cease using the Gatling Gun press X again.

Ray can also detach some of the Gatling Guns and carry them around–type weapons and carry them around. To do it, press B while using the Gatling Gun in the Stationary Mode.

Using the Bow

To shoot the bow, pull RT. For Precision Aiming and the time-slow effect, pull and hold LT and shoot with RT.

MULTIPLAYER

Multiplayer is based on an original system for scoring and marking player experience. Players gain in-game cash, spend it to improve parameters, buy out new classes, and unlock achievements based on these. Players earn money for eliminating enemies and completing game objectives. There is a bounty for the head of each player. When you kill a player, you earn the amount of cash equal to his or her bounty.

Multiplayer Modes

Shootout: Wild West–style deathmatch based on bounty instead of frags. Kill all the others and don't let them kill you.

Posse: Kill enemies to score points for your team. Team with the highest score wins. Coordinate your moves with the rest of your team to win this battle.

Wanted: Only the Wanted can gain points for killing. The other players can score by killing the Wanted. The player that kills the Wanted becomes Wanted himself.

Manhunt: There are two teams and one Wanted player – the top player in one of the teams. If the Wanted player survives for 60 seconds, the team scores. When the Wanted player is killed, a new Wanted from the opposing team is assigned (the top player in that team).

Wild West Legends: One of the teams has several objectives to complete; some can be completed in different ways, some are optional. The opposing team is trying to prevent completion of the objectives within the given time limit. Levels are strongly themed and based on real historical events.

Multiplayer Character Classes

There are 13 diversified character classes, five of which are available from the very beginning. The rest are unlockable with the use of in-game money.

Each character was designed to fit a certain theme; to allow a certain style and tactics as well as to suit the Western setting and serve as a part of the story.

Rifleman: Versatile. Works pretty well in almost all situations.

Gunslinger: Best for assault and breaching defences, with good speed, great fire rate, and dynamite.

Miner: Good for tactical combat, with efficiency in close quarters and lots of dynamite.

Sniper: Holds the most powerful rifle in the game, scoped.

Native: Perfect for hunting surprised enemies, very fast and stealthy.

Unlockable Characters

Scout: Light version of the Sniper, with a much faster but less-powerful scoped rifle.

Hombre: The best selection for close quarters and rushing into enemies; powerful, tough, and fast.

Trapper: Good for defensive play; tough, with decent range and lots of damage but slow.

Gunsmith: Versatile but difficult to handle due to having completely different pistols in either hand.

Veteran: Versatile like Rifleman, but with more damage and slower fire rate.

Officer: Perfect for roaming.

Duellist: Powerful, but fragile. Very efficient, but needs a lot of caution when played.

Spy: Very fast, but not much into combat. Good for slipping through enemy defences.